

EVENT COORDINATOR ANNOUNCEMENTS

Monday, August 24, 2026

IMPORTANT PLAYOFF REMINDERS:

- This is the **final week of regular season games** – playoffs are next week!
- For **Full Teams**:
 - All players must accept the roster invite from their captain to confirm their spot and be eligible to play.
 - Captains, make sure you have no outstanding roster invites.
- For **Individuals Teams**: No action is needed – your roster is already set.
- **Sub Rule**: Any subs playing in a top 4 playoff match must have played at least 1 regular season game. Contact ESSC with any questions about this rule.
- **Schedule**: Playoff matchups will be posted online by **Friday, August 28**.

UPCOMING ESSC EVENTS:

- **September 26** - Curling FunSpiel
- **September 26** - Pickleball Tournament
- **October 3** - Indoor Volleyball Tournament

FACILITY DETAILS *(fill in using the Facility Details chart below)*

- The closest sponsor bar is _____.
- We have the gym until _____.
- We will end match 1 at _____. *I will provide 5 minute and last rally warnings.*
- We will **leave the nets up / take the nets down** when we are done *(circle one and read aloud to players).*
- *Provide any additional reminders about the facility based on the facility description and/or notes below.*

DEFAULTS

- *Ensure all teams have enough females/players to avoid defaults (4 total players with 1 female is the minimum at start time). If this requirement isn't met, this team will automatically lose the first game 0-25 and then has 15 minutes to meet these requirements or they will lose the second game 0-25 and effectively the entire match. This process would repeat for the second match. Fee is \$45/match.*
- *If a team has only 1 female (and more than 4 males), they cannot substitute a male for the 2nd female position. This is not a default – the game is still played, but the team must play 1 player down, leaving the 2nd female position empty.*

START GAMES

- *Announce who is playing who on which court (you decide). Repeat for Match 2.*

GAME FORMAT

- *Matches are best of 3 games: rally point to 25, 25, and if necessary, 15.*
- *Games can be won by 1 point. In other words, first to 25 wins!*
- *A third game cannot be started if there is less than 5 minutes remaining in the match.*
- *Rock, Paper, Scissors for serve in the first and third games. The opposite team serves first in game 2.*

EC SHIFTS

- *You are scheduled to EC each time your team is listed on the schedule!*

If there are any problems during the night, call the Emergency Phone Line at 780-757-5225.

****Please read ALL black announcements****

The green and red is information to assist you; they may not always be necessary to read out loud.

Facility Details - **Check Table Weekly**

Facility	Address	Map	Nearest Sponsor Bar	Time Slots	Nets / Notes
Level 1 Sports Inc	14449 Yellowhead Trail NW	Google Map	Sherlock Holmes Pub North	6:30pm - 8:30pm	Set Up & Take Down *Please check in with staff about which courts to use & to confirm if set up/take down is needed!
Saints Church	6315 – 199 St NW	Google Map	Canadian Brewhouse Lewis Estates	6:30pm - 8:30pm 8:30pm - 10:30pm	Early Games: Set Up Late Games: Take Down* *At the end of the evening, please do a quick sweep of the gym floor. Blue dust mops are available in the equipment storage room. Report any spills or maintenance concerns to church staff.
St. Francis Xavier Sports Centre	9240 – 163 St	Google Map	Boston Pizza Westmount	<u>Gym 2</u> 6:30pm - 8:30pm	<u>Gym 2</u> Set Up & Take Down
				<u>Gym 3</u> 6:00pm - 8:00pm 8:00pm - 10:00pm	<u>Gym 3</u> Early Games: Set Up Late Games: Take Down
The Meadows Rec Centre	2704 – 17 St	Google Map	Browns Social House Tamarack	<u>West</u> 8:30pm - 10:30pm	Set Up & Take Down

Schedules:

ECs please click your division below and prepare your scoresheet from the full schedule view on the ESSC website:

Recreational Plus Indoor Volleyball – Full Schedule
Intermediate A Indoor Volleyball – Full Schedule
Intermediate B Indoor Volleyball – Full Schedule

***Last regular season games – please have your scores in Monday night if you can!**